Sonic 2 Mania

Game Design Document

What is Sonic 2 Mania?

Sonic 2 Mania, at this point, is pretty much now a fan game made in the RSDKv5(U) engine! The goal is to remake Sonic 2 with new additions and changes, such as new zones, extra features, a new soundtrack, new redone art, and improving many of the flaws from the original game to the best of our abilities! Details will be explained in this document.

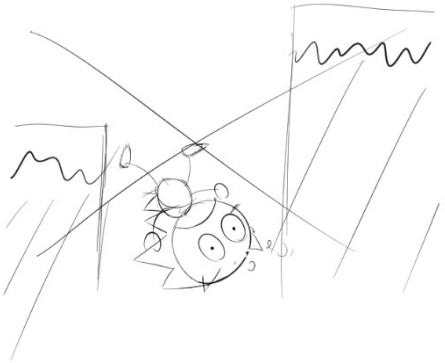
Zone Order:

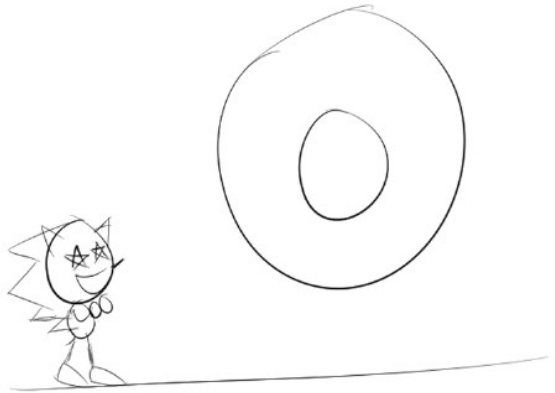
1. Ocean Wind
2. Emerald Hill
3. Chemical Plant
4. Aquatic Ruin
5. Secret Woods
6. Casino Night
7. Hill Top
8. Mystic Cave
9. Sand Shower
10. Oil Ocean
11. Metropolis
12. Cyber City
13. Sky Chase
14. Wing Fortress
15. Death Egg

Cutscene: Hidden Palace

Across All Zones:

- Removal of cheap/unfair deaths in many places of the original game.
- Addition of hidden special rings across the stages, with small paths leading up to them if needed. Entering one leads to a special stage.
- Checkpoint rings still exist, however they now lead to a new bonus stage.





Extras:

- Boss Rush
- Music Player
- Level Select
- **Extra Levels**
- Credits

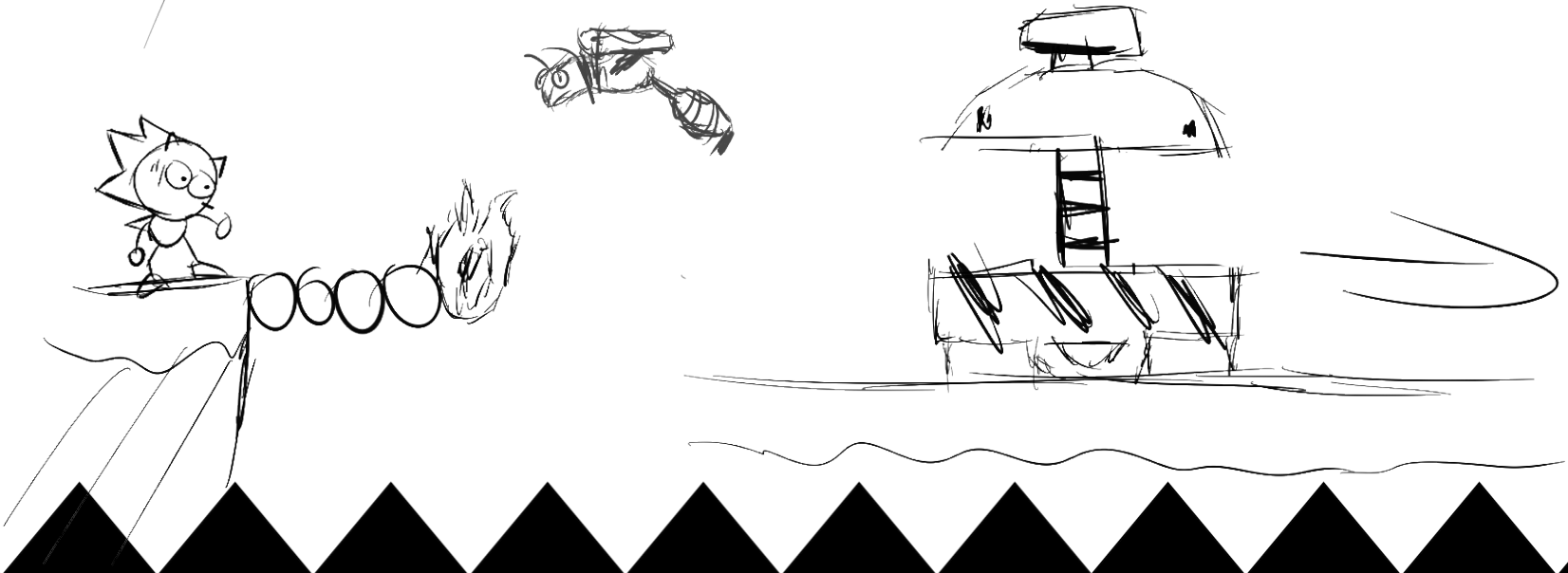
Extra Levels:

- Metropolis Zone Act 3
- Hidden Palace (Mobile)
- Winter Emerald Hill (2020 Demo)

Classic Zones

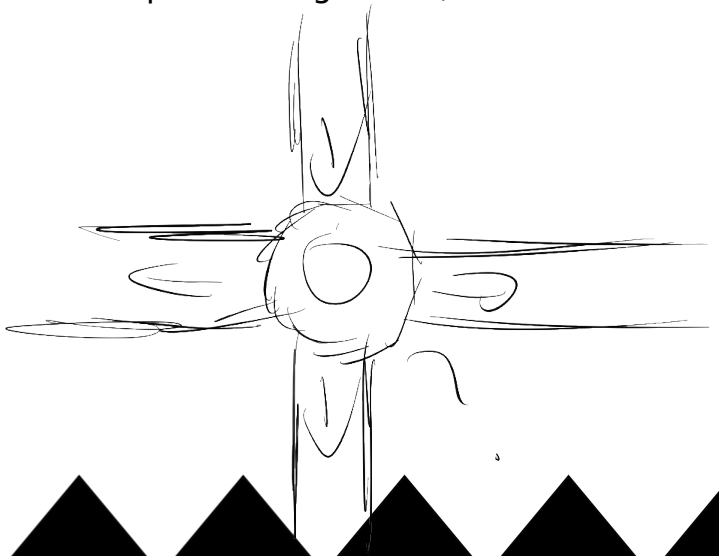
Emerald Hill:

- Bridges are now burnable by buzzers.
- Seamless transition between acts, like Green Hill in Sonic Mania.
- After finishing act 2, character runs off screen to the right and screen fades to the next zone.



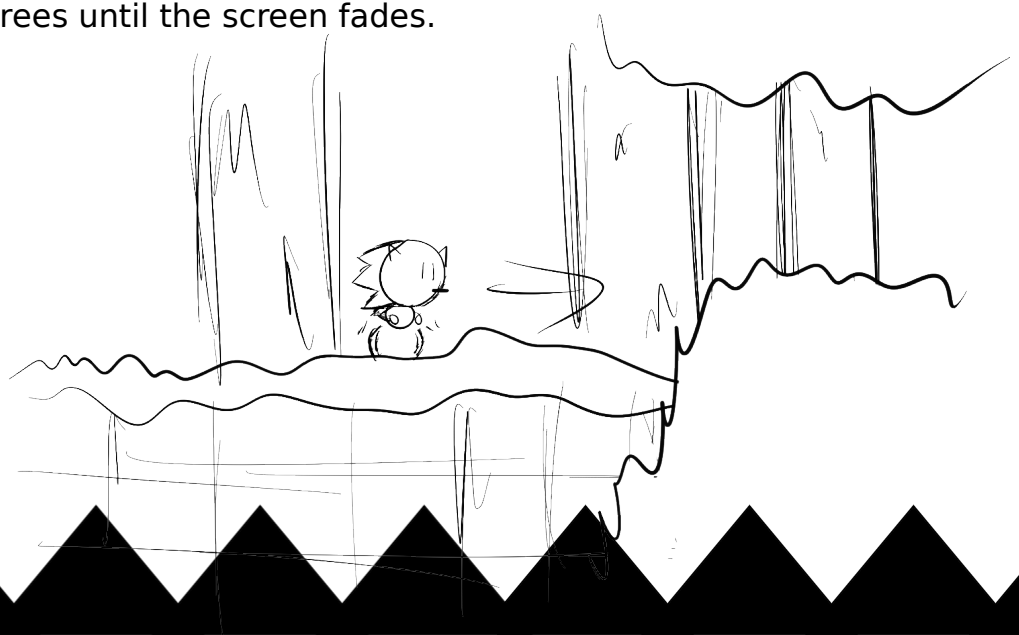
Chemical Plant:

- Character comes in from the side at the beginning of act 1.
- You can now choose your direction in the tubes when encountering an intersection, like in Sonic Mania.
- Seamless transition between acts.
- After finishing act 2, character goes in a tube right of the capsule and goes off, screen fades to next zone. (Basically Sonic Mania’s CPZ2 outro)



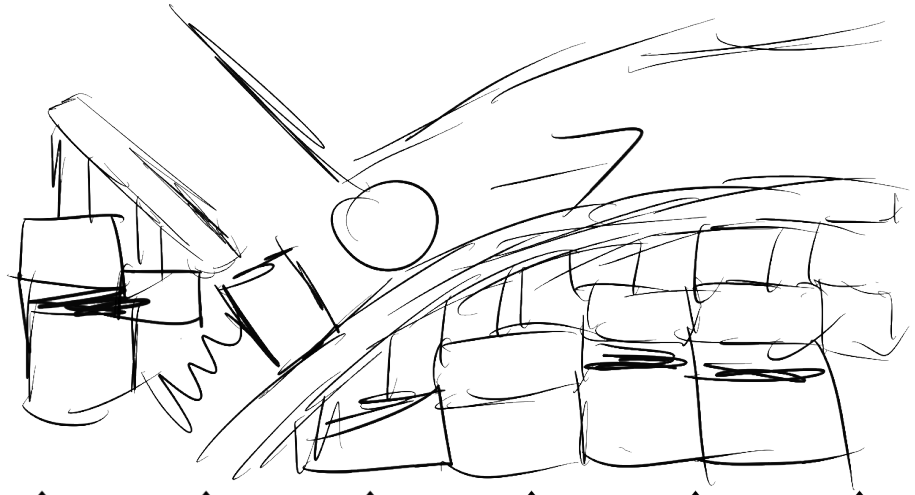
Aquatic Ruin:

- Character rolls out of a log to the left at the beginning of act 1.
- Seamless transition between acts.
- After finishing act 2, the player starts running to the right and the camera follows. The scenery gets more dense and filled with leaves and trees until the screen fades.



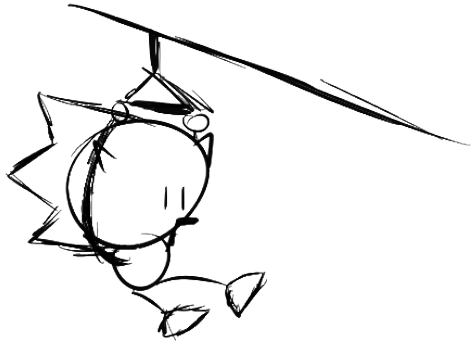
Casino Night:

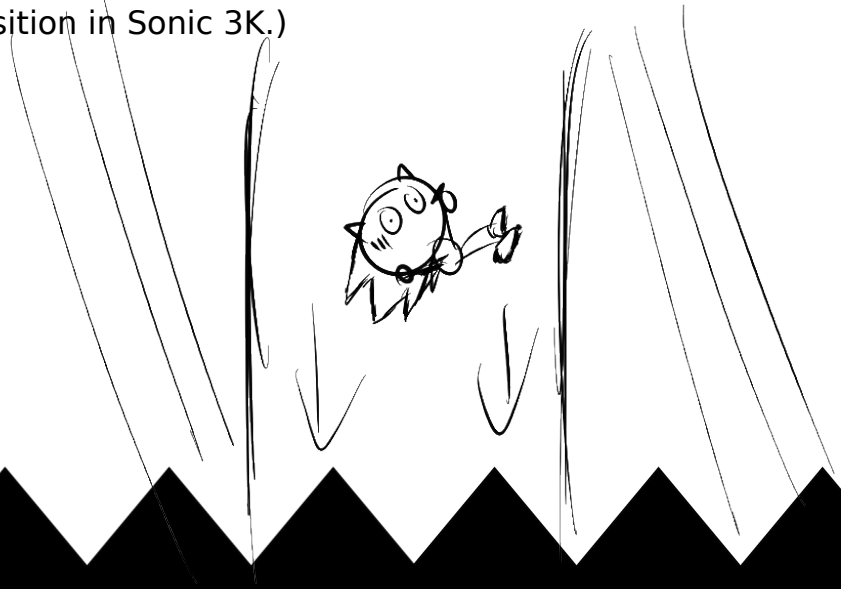
- Beginning of act 1, the player runs onscreen from the left.
- Seamless transition between acts.
- After finishing act 2, character goes to the right and gets onto a pushspring, which sends him offscreen.



Hill Top:

- The character comes rolling in from the left at the beginning of act 1.
- Seamless transition between acts.
- Replace the moving vine platforms with ziplines.
- After finishing act 2, the character starts running to the right into a small cave and falls down into a pit. (Essentially Sandopolis to Lava Reef transition in Sonic 3K.)





Mystic Cave:

- At the beginning of act 1, the character starts off falling from a ceiling entrance.
- Seamless transition between acts.
- After finishing act 2, the player enters a vertical shaft which has a vine, which they use to bring them up back to the surface. Screen fades.

Oil Ocean:

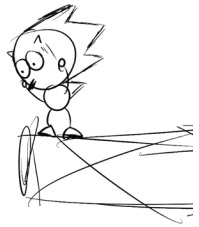
- Undetermined entrance cutscene.
- Level design will be redone in both acts, gimmicks should (mostly) stay the same however.
- Seamless transition between acts.
- Undetermined finishing cutscene.

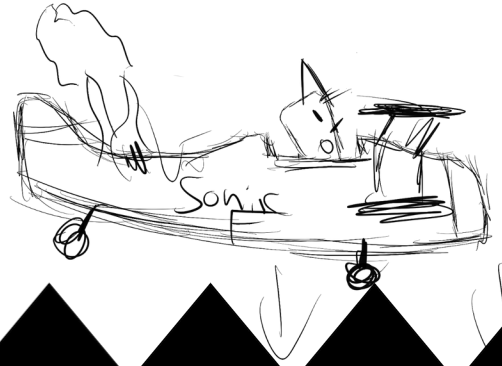
Metropolis:

- Undetermined entrance cutscene.
- Scrap act 3.
- Level design will be redone in both acts, gimmicks should (mostly) stay the same however.
- Slicer and shellcracker will have longer delay for their attacks.
- Seamless transition between acts.
- Undetermined finishing cutscene.

Sky Fortress:

- Sky Chase and Wing Fortress will be merged into one single act, redesigned to be more engaging gameplay wise.
- At the beginning, player is flying in on the tornado as normal.
- Small tornado segment, after a while the player sees the fortress and jumps onto a segment of the level.
- After a small portion of the level, the character jumps back onto the plane and another short plane segment begins.
- Near the end of the 2nd plane segment, the plane gets shot down by lasers (like the original game) and the player is now stuck on the ship.
- After this last level segment ends, you fight the boss and the last cutscene starts.
- After reaching the end of the level, eggman runs off to his shuttle and the player chases it on the tornado that returns at this time. The player then jumps onto the shuttle and hangs onto it until the screen fades.





New Zones

Secret Woods:

- At the beginning of act 1, the player runs onscreen from the left to the start of the stage.
- Seamless transition between acts.
- After finishing act 2, the player runs off screen and the palette gets darker (turning into night palette) and then the screen fades out.

Secret Woods Gimmicks and Enemies:

- Conveyor belts. Can be placed anywhere.
- Short L-shaped tunnels that the player rolls through.
- Small plants that uncurl to form a bridge when the player approaches them.
- Small plants the bounce the player up high diagonally on contact in the middle.
- Sticks on the side of the wall that act like swingable poles.
- Small petal piles scattered across the ground, can slow the player down when trying to walk through it at a slow enough speed.
- Wall bumpers, can bounce the player through vertical shafts.
- Rhinobot from Angel Island, which is reskinned to look like the scrapped snail from Emerald Hill.
- Scrapped Splats badnik from Green Hill, reskinned to look like a frog.
- Dragonfly.

Secret Woods Sketches:

Secret Woods Boss:

- (UNDETERMINED)

Sand Shower:

- At the beginning of act 1, the player jumps out of the sand. (Think like the Sandopolis opening except they start under the sand rather than falling in it, and the characters jump out automatically.)
- Seamless transition between acts.
- Undetermined finishing cutscene.

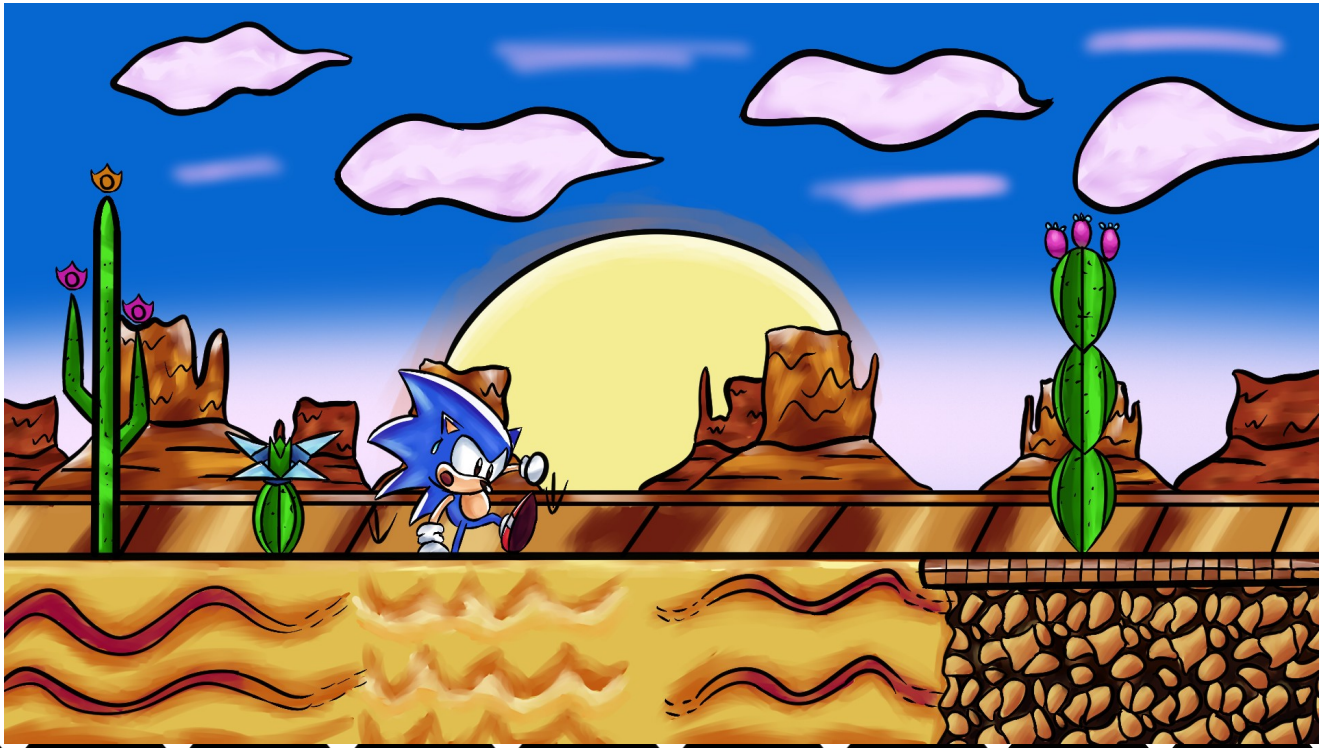
Sand Shower Gimmicks and Enemies:

- (UNDETERMINED)

Sand Shower Boss:

- (UNDETERMINED)

Sand Shower Concept Art:



Cyber City:

- Undetermined entrance and act transition.
- After finishing act 2, the death egg starts to launch off the ground and Tails uses a remote to summon the tornado to them. They then get on the plane and fly offscreen.

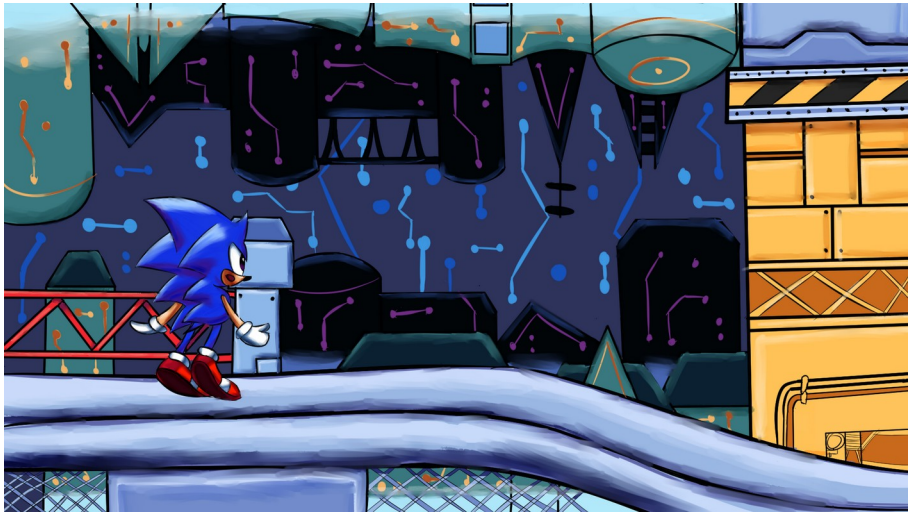
Cyber City Gimmicks and Enemies:

- (UNDETERMINED)

Cyber City Boss:

- (UNDETERMINED)

Cyber City Concept Art:



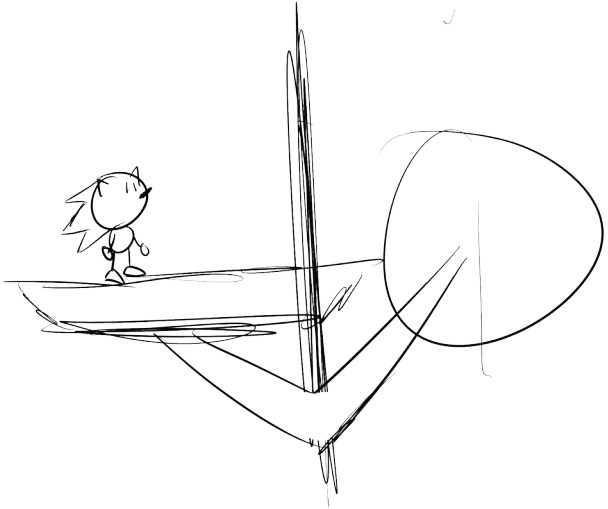
Death Egg:

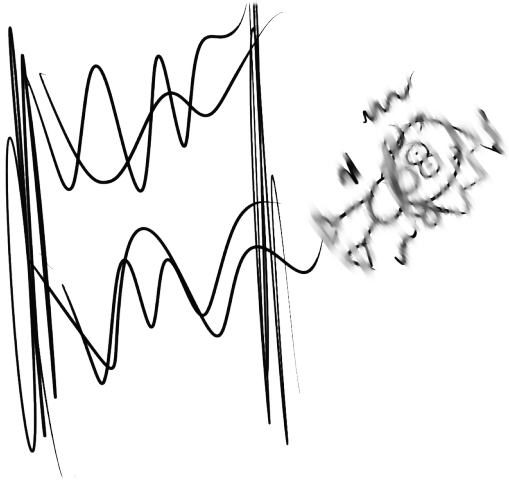
- At the beginning, as the player is still hanging on the shuttle, he loses his grip and falls onto the death egg.
- Fully playable act 1.
- Seamless transition between acts.
- Act 2 is mainly just the boss arenas, for both Mecha-Sonic and the Death Egg robot.
- After defeating the Death Egg robot, the act clear sequence starts, and at the end of it, text goes off screen and the death egg starts blowing up around the player.
- Short 30-60 sec escape sequence from the exploding death egg.
- Escape sequence is made up of 1 or 2 main paths that are primarily speed based.
- Normal ending sequence from original game plays afterwards.

Death Egg Gimmicks and Enemies:

- Press Object (originally from press garden). Essentially is an object that once the player walks on it, the 2 ends close in on each other. Objects like crates can be placed inside to give a short time window before the player is crushed.
- Springs that can pop out of the wall in vertical shafts.
- Metal arms that hold platforms which the player can stand on, can either move up or down. Also used during vertical shafts.
- Pistons. Objects that launch the player high up when on it for a brief time.
- Electric ladder object. They have currents of electricity going up a small vertical area.
- Turbinaut enemy. Can mostly just be placed anywhere.
- FlasherMKII enemy. Mostly used to go up and down the walls in vertical shafts.

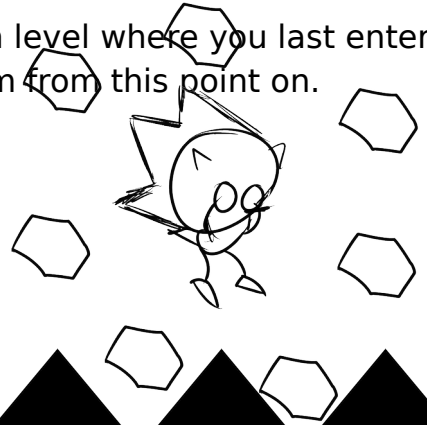
Death Egg Sketches:





Hidden Palace:

- Player gets teleported here after collecting all 7 chaos emeralds.
- Only 1 act, but it’s more cutscene focused rather than being a full zone.
- At the start, the player is warped in.
- The player goes through a small section of level design, and they keep going until they reach the end of the level.
- At the finishing area, sonic transforms into super sonic for the first time using the chaos emeralds, and the screen fades to white.
- Act clear screen counts your score and then you fade back into the main level where you last entered the special ring as super sonic. The player is now able to freely transform from this point on.



Special Stages

Special Stages:

- Mostly the same concept as the original special stages, however redesigned with a few more elements to spice them up a little bit.
- Main idea is to implement a lot of the 3D Blast (Saturn) special stage additions into here.
- Dash panels which increase the players speed for a short time.
- Big rings surrounding the half pipe that give a specified amount of rings to the player upon passing through.
- Instead of the player being able to freely run on the ceiling, the player does a small jump when running off the half pipe to then fall back down (like Sonic Rush). Can be used to get rings in the air that need more precise timing.
- All 2D sprites in the original will now be 3D models. Models will be taken from Sonic Mania with edits if needed.